

09/986,771

NAKATSUKA *et al.*
Application No. 09/986,771
September 27, 2004

10/17/2008

23

RAZ

Please amend the paragraph beginning at page 11, line 27, as follows:

A fourth aspect of ~~the present invention~~ exemplary non-limiting
embodiments is directed to a program for controlling a game executed in a game
machine, and the program when executed comprises a synchronizing step, a
reading step, a displaying step, a storing step, an acquiring step, and an evaluating
step.

Please amend the paragraph beginning at page 12, line 3, as follows:

In the synchronizing step, data communications is performed among other
game machines so as to establish start-timing synchronization in the game. In the
reading step, read is operation timing data defining an operation timing of
operation switches to be operated by a player. In the displaying step, in response
when the game is synchronously started, a display section of the game machine is
caused to display information about the operation timings of the operation
switches to be operated by the, player based on the operation timing data. In the
storing step, ~~stored is its own~~ data relating to the operation timings of the
operation switches operated by the player in response to the information displayed
on the display section is stored. In the acquiring step, through communications,
~~acquired is other~~ data relating to the operation timings of the operation switches
operated by the player in the other game machines is acquired. In the evaluating